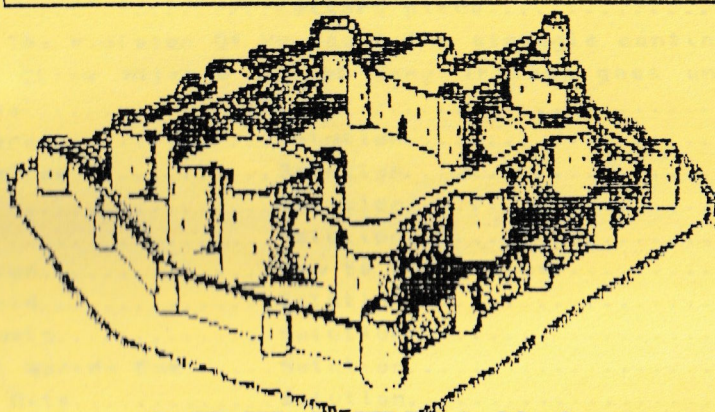


# BARE-BONES

8BIT DEDICATED ADVENTURE  
FANZINE

# 4



## SPECTRUM

## AMSTRAD

## COMMODORE



B A R E - B O N E S  
B O O K F O U R  
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Grateful thanks to the following readers who took time out to send in contributions over the last month: Barbara Gibb for the Reviews. Mal Ellul. A Devey. Tony Collins. For the Solutions. Wynne Snowdon for the article What Word?. John Wilson. Scott Denyer. GET YOUR NAME PRINTED HERE.

\* EDITORIAL \*

Things have really been confusing on the adventure scene just recently particularly so for me. I am sure that by now everyone will have heard the sad news regarding the demise of Adventure Probe the monthly fanzine compiled by Mandy Rodrigues. I received this news through the post on Saturday July 4th and though it saddened me to receive this news I decided that instead of sitting about mourning, I would now definitely expand B-B to include Hints, Tips, Solutions and Reviews for all 8 Bit machines, namely Spectrum, Amstrad and Commodore.

With this in mind I rang Mandy to ask her if it would be possible for me to take over the name Adventure Probe. Mandy seemed to think this was a good idea. So I wrote to everyone who had previously subscribed to B-B and told them of my plan to produce a monthly fanzine. Lots of people wrote back saying what a good idea it was.

However since that letter was written things have changed slightly. It seems that AP will now be continuing under the Editorship of Barbara Gibb and as such I have now had to revise my plan. So to clarify the situation I now intend to produce B-B Bi-monthly. The fanzine will alternate with Tim Kemps From Beyond, it will be A5 format and will contain as many pages as possible. Obviously the more reader input I receive the bigger the fanzine will be. Each issue will cost £1-50.

Now comes the plea for help. Please send in your tips, letters, solutions, articles and reviews for inclusion in the fanzine. This fanzine takes a lot of putting together and its all for your benefit, SO COME ON make it a success. Send me anything on adventuring. I urgently need tips, reviews and solutions to all Amstrad and Commodore games. Can you review a game or write an article, why not do it now and send it in. REMEMBER ITS YOUR FANZINE, MAKE IT A SUCCESS, DO SOMETHING TODAY AND SEND IT.

Les

\*\*\*\*\*  
\* REVIEWS \*  
\*\*\*\*\*

**The Violator of Voodoo**  
written by " The Traveller in Black "  
played on the 48K / 128K Spectrum

The Great Temporal struggles continues.....

It is the beginning of the twentieth century, and the Abomination has taken over the entire island of Santa Barbaro in the Caribbean.

As on previous occasions, an opening is created in the space-time continuum and through it spewed the depraved demons of the Primal Darkness. They secured a beach-head, and as resistance was almost non-existent, now await the arrival of others from the other side. Phoenix ( *The Traveller in Black* ), thats you, and Kane, your tutor, are despatched to the island. Kane has disappeared, probably captured, so now the fate of the island, and more, rests with you.

The text only adventure begins on the beach near some imposing cliffs. As you ascend the steps to the top, then along the trail to the village, the ruins confirming your worst fears, you realize you must have some some guidance. In a clearing in the forest beyond the village you meet the Mambo, a powerful priestess. A friendly greeting from you assures her you may be able to help her and the islanders. Listen to her carefully, and do as she requests. Some gruesome scenes are encountered as the Abomination is nearing complete victory, but helping the individual islanders is almost secondary to your urgent travels over

the entire island in your search for the magical and sacred objects necessary for the rituals that may defeat the demons.

The author has managed to set plenty of puzzles, all of them associated with the Voodoo religion, at the same time keeping actual contact with the demons to a minimum, no mean feat. This keeps the " gore " to a level that should satisfy the more squeamish players, but surely adventurers wouldn't expect such a subject as Voodoo and demons to be cosy!

The puzzles are well constructed but consist mainly of collecting objects requested by the Mambo. Easy you may think, until you encounter a Zombie, Cannibal or a marsh barring your way. I was amazed so many authentic objects could be so well hidden or protected. One had me stumped for ages until I discovered I had been carrying it around under another name, another is in a very logical place, I just didn't find it easily

The adventure isn't all doom and gloom for it does have its lighter moments. I had to smile when the headless body pushed me back when I tried to go Down into the shallow grave. If this was a movie, no doubt it would be called PHOENIX 2 , a title that wouldn't do justice to such an entertaining and well researched adventure.

Ordering Details: £2.49 tape £3.49 disc

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26 Spotland Tops  
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**THE DARKEST ROAD  
THE UNBORN ONE  
T WAS A TIME OF DREAD**

written by Clive Wilson  
played on the 48K / 128K Spectrum

As a great sadness spreads across the land and the " Darkness " drew ever closer from the North, the whispers around the campfires were of a strange dark magic dispersed by the evil Black Wanderer from his fortress, The Pinnacle.

One day, as the sky grew ever darker, and the sun weaker, a little hope appeared in the form of a stranger, who in return for sustenance told a story about the only person and means by which this " Darkness " could be defeated. That person is you, and the means is the SILENT SONG which you inherited from your father, an elf and your mother a princess.

**THE DARKEST ROAD** is the first of the trilogy, and starts in what appears to be an ordinary farmstead. However, after collecting a few vital items, including the all-important map, you venture into the forest where the locations are more elvish, then from the mountains onwards it gets progressively more evil.

The text is beautifully written, economical but poetically descriptive. Puzzles are quite easy at first, but it isn't long before you could be struggling against some of the creatures that are determined you won't reach The Wanderer. As it is a linear game, you may think it is easy to guess the " use " of each object. I didn't find it so. Clive Wilson's adventures are like that - you solve one ( maybe two ) puzzles, move to the next location, and - stuck again!

**THE UNBORN ONE** is set many years after The Darkest Road. The stranger has reappeared to tell you of a

plague that has infested the Southlands. It is thought " The Unborn One ", now deadlier than The Wanderer, has risen and resides in the Citadel of Gor, protected by the Host who can only be destroyed by the Silent Song. Your Journey starts in the lush lands inhabited by some interesting characters and apparitions - it can be what you wear at the time that determines the outcome of any meeting.

In common with Clive Wilson's PAWed adventures, most objects have to be discovered, and in this adventure, some have to be made. The Forge location was my biggest problem in the first half. There seemed to more to do here than in any other location - it may look deserted but if you are careless the Blacksmith isn't too far away.

After a bit of rock climbing you are confronted with the choice of three different routes to the end game. One route gives a total of 98%, the second choice gives 99% and the third a maximum of 100%. I think this is a brilliant idea, but for some reason found the one that gave me the fewest points the hardest to solve. Not all characters are your enemy. Try killing a friend and you won't finish the adventure. Text is well up to Clive's high standard, especially the geographical detail.

**TWAS A TIME OF DREAD** One dark, wet and windy night The Stranger returns to tell you that when the Black Wanderer sowed the seed of the Unborn One, so too did he sow another seed which has now matured and mutated into the Legion, a multi-faceted evil somewhere in the unknown reaches of the Saddest Lands.

Clive's wicked sense of humour is at its best in this adventure, especially at The Well. I love the Hobgoblin who offers you the choice of one of three items, mufflers, coat and gloves; choose wisely for he goes away with the others



Provided you have managed to " die " you will be allowed passed the Empty Souls to enter a strange nether world which has a down-to-earth solution, enabling you to see yet nearer to the Tower and the lair of the Legion. From time to time messages will appear across the top of the screen - take heed, for they hold the answer to the final problem.

All three adventures are PAWed. The author is now very experienced at using the utility, although I wish he wouldn't experiment so much with the screen display. I was disappointed that the screen presentation is different for each adventure, in my opinion getting progressively more garish and distracting. I think first impressions are important, but no doubt I am outnumbered by players who like bright colours and difficult to read fonts. As that is all I can find to moan about, the remaining 99.9% of the adventures must be of pretty good stuff.

The Darkest Road - The Unborn One - Twas a Time of Dread

Tape - £1.99 each

Disc - £3.49 each

from: Zenobi Software  
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*Please send in your reviews, on any games you have played. It does not matter if they are old ones or new ones, remember that there is a new generation of adventure players out there who have never played games by Artic, Mastertronic, Virgin or Richard Shepperd Software to name but a few. These reviews are needed urgently and will be used in the next issue of B-B. Game writers send in your game for reviewing.*

# Zenobi Software

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# ADVENTURES

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## NOTES

Titles marked with a \* are NOT compatible with a 128+3 in '128k' mode, therefore you must either purchase the DISK version of the game if you wish to play it on a +3 or else buy the 48k version and settle for missing out on the enhanced features in the 128k version .. sorry!

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\*\*\*\*\*  
\* Golden Oldie Solutions \*  
\*\*\*\*\*

GROUND ZERO  
Spectrum Adventure By Artic

EXAMINE SHELVES, GET KEYS, OPEN CUPBOARD, UP, EXAMINE CHEST, GET RADIO, EAST, NORTH, EXAMINE WARDROBE, GET BANKNOTES, WEST, DOWN, EAST, EXAMINE CUPBOARD, SOUTH, WEST, EXAMINE BICYCLE, EXAMINE SADDLEBAG, EXAMINE GARAGE, GET LADDER, DROP LADDER, UNLOCK DOOR, OPEN DOOR, GET BICYCLE, WEST, CLOSE DOOR, RIDE BICYCLE, WEST, NORTH, NORTH, WAIT, EAST, EAST, DROP BICYCLE, DROP MONEY, EAST, TRADE RADIO, GET LOAF, WEST, WEST, WEST, WEST, SOUTH, SOUTH, SOUTH, DOWN, OPEN DOOR, EAST, CLOSE DOOR, GET WIRE, DROP LOAF, GET LADDER, EAST, UNLOCK DOOR, OPEN DOOR, EAST, CLOSE DOOR, DROP WIRE, SOUTH, GET LADDER, SOUTH, ENTER SHED, GET BUCKET, EXAMINE WOOD, GET AXE, WEST, NORTH, CUT CONIFERS, DROP AXE, OPEN DOOR, WEST, CLOSE DOOR, NORTH, GET KNIFE, GET LOAF, SLICE LOAF, DROP KNIFE, GET BREAD, GET RATIONS, WEST, UP, EAST, FILL BATH, FILL BUCKET, WEST, DOWN, DROP KEYS, GET TORCH, EAST, SOUTH, OPEN DOOR, EAST, DROP TORCH, GET CUTTERS, NORTH, DROP RATIONS, SOUTH, GET TORCH, NORTH, CUT FENCE, DROP CUTTERS, GET RATIONS, NORTH, NORTH, PUSH BUTTON, SAY PRIME MINISTER, DOWN, CLOSE DOOR, ON TORCH, DOWN, WEST, PULL LEVER, EAST, GET ON BED, *WAIT UNTIL BOMB EXPLODES*, SLEEP, EAT BREAD, DRINK WATER, SLEEP, EAT BREAD, DRINK WATER, WEST, PULL LEVER, EAST, GET ON BED, SLEEP, EAT BREAD, DRINK WATER, SLEEP, EAT BREAD, DRINK WATER, *CONTINUE UNTIL MESSAGE " ONE WEEK PASSES "* SLEEP, EAT RATION, DRINK WATER, SLEEP, EAT RATION, DRINK WATER, WEST, PULL LEVER, EAST, GET ON BED, SLEEP, EAT RATION, DRINK WATER, SLEEP, EAT RATION, DRINK WATER, WEST, PULL LEVER, EAST, GET ON BED, *CONTINUE UNTIL MESSAGE " TWO WEEKS PASSES "* UP, OPEN DOOR, UP.

*Wanted for this space your solution to a Golden Oldie*

\*\*\*\*\*  
\* UPPER GUMTREE \*  
\*\*\*\*\*

A Commodore 64 Adventure By Richard Shepperd Software

North, North, West, Get Handkerchief, In, ( You hear a snorting bull behind you ), Drop Handkerchief, Out, Close Gate, ( The bull is now shut in the field ), West, West, In, Get Helmet, Out, West, ( PC Plod asks you about a stolen helmet ), No, ( You are now dragged into the Tea Shoppe by Mrs Shuffle ), Open Door, Look Out, Out, North, West, West, South, Get Plank, North, East, East, Put Plank Across Hole, Cross Hole, West, Open Door, In, Get Steak, Out, East, South, South, South, South, East, East, East, East, East, North, In, ( You will hear some hungry dogs ), Drop Steak, ( The dogs grab it and run off ), East, Knock, Knock, ( The Butler leads you into the Entrance Hall and asks you to wait ), Wait, Wait, Wait, Wait, ( You now meet Major Burlington-Smythe ), North, North, West, Open Door, Out, East, Get Mask, West, In, East, Up, Light Candle, South, Pull Bust, ( You are now in a Dark Passage ), South, South, South, South, West, Up, West, North, North, East, Get Wirecutters, West, South, South, West, West, West, West, West, South, West, West, Get Sandwich, East, North, West, Throw Sandwich At Window, Get Repellent, East, North, East, North, North, Cross Plank, East, South, South, East, North, North, North, Cut Fence, ( You are now in a pool of sharks ), Drop Repellent, Swim, West, South, Down, East, Wear Mask, East, East, Push Blue Button.

Wanted urgently Commodore 64 and Amstrad 464 / 6128 / 464+ / 6128+ Solutions, Reviews, Game hints and Tips. Come on you people don't leave it to someone else. Don't delay send today.

\*\*\*\*\*  
\* Kayleth \*  
\*\*\*\*\*

Spectrum Adventure By U.S. GOLD

CLIMB OFF CONVEYOR, EXAMINE BANDS, BREAK BANDS, CLIMB OFF  
CONVEYOR, UP, PULL LEVER, DOWN, EXAMINE MACHINERY, GET TAPE  
EAST, EAST, EXAMINE CHAIR, TURN KNOB, GET GLOVES, WEAR  
GLOVES, SOUTH, EXAMINE SHEET, EXAMINE CABINETS, GET  
CANNISTER, EXAMINE TAPE, EXAMINE CANNISTER, BREAK SEAL  
STICK TAPE TO CANNISTER, GET DEXTA, GET SERTA, GET MASTA,  
EXAMINE SERTA, EXAMINE MASTA, EXAMINE DEXTA, INSERT SERTA,  
WEST EXAMINE APERTURE, OPEN APERTURE, ( A.C. ROO = AZAP CODE  
) UP, EXAMINE APERTURE, ( A.C. DHT ), OPEN APERTURE, EXAMINE  
CONTROLS, ( A.C. ELY ), REMOVE SERTA, INSERT MASTA, PUSH  
BUTTON, REMOVE MASTA, INSERT SERTA, DOWN, EXAMINE CHAMBER  
EXAMINE KEY PAD, AZAP CODE ELY, UP, GET PYXIS, OPEN PYXIS Y  
GET LENSE, ENTER ELEVATOR, PRESS M2, LEAVE ELEVATOR REMOVE  
SERTA, TALK TO YAGMOK, PRESS ANY KEY, " TLJN VIF TFB GJOF  
UIF DPBU SJEF UIF UISPBU, ASK YAGMOK FOR KEY, GET BADGE  
EXAMINE BADGE, WEAR BADGE, NORTH, GET PYRAMID EXAMINE  
PYRAMID, SOUTH, WEST, EXAMINE DOME, EAST, ENTER ELEVATOR  
PRESS G, LEAVE ELEVATOR, DROP SERTA, DROP MASTA DROP GLOVES  
INSERT DEXTA, SOUTH, SOUTH, ENTER ARCHWAY NORTHWEST, Y  
NORTH, EXAMINE EARTH, NORTH, DOWN, EXAMINE ASH, GET BALL UP,  
WEST, DOWN, EAST, ENTER TUNNEL, FIRE PLASMA, EAST, DOWN  
BOARD SKIMMER, INSERT FUSE IN SKIMMER UP, EXAMINE SHELVES  
GET CUBE, EXAMINE CUBE, GET SUIT EXAMINE SUIT, WEAR SUIT GET  
BAR, EXAMINE BAR, WEST, DOWN WEST, UP, EAST, SOUTH SOUTH,  
WEST, SOUTHEAST, WEST, GET MANUAL, READ MANUAL, DROP MANUAL,  
EAST, NORTH, ENTER ARCHWAY, NORTH, NORTH, NORTH NORTH,  
NORTH, SOUTHEAST SOUTH, EAST, SPIN BAR, EAST, CLIMB TREE,  
EXAMINE DOOR, WEAR LENSES, FLIP KNOT, GET TABLET REMOVE  
LENSES, DROP LENSES EXAMINE TABLET, ( A.C. AEN ) BREAK  
TABLET, GET ROD, EXAMINE ROD, DOWN, WEST, NORTHWEST SOUTH,  
SOUTH, SOUTH, GET SERTA GET MASTA, SOUTH, SOUTH, ENTER  
ARCHWAY, SOUTH, DROP MASTA DROP SERTA, GET QNUTS, NORTH,



NORTHWEST, Y, NORTH, GET NODULE, NORTH, DOWN, EAST, ENTER TUNNEL, EAST, DOWN, BOARD SKIMMER, START SKIMMER, SOUTHWEST, EAST, EXAMINE RUBBLE OPEN HATCH, EXAMINE DRIBBLE, GIVE QNUTS, DOWN, DOWN, EAST THROW NODULE, EAST, GAT COAT, EXAMINE QUARTERS, ( A.C. EPO ), WEST, RIDE THE RING, UP, UP, WEST, NORTHEAST, BOARD SKIMMER, START SKIMMER, UP, WEST, REMOVE SUIT, DROP SUIT WEAR COAT, DOWN, WEST, UP, EAST, SOUTH, SOUTH, WEST SOUTHEAST, SOUTH, DROP BADGE, GET MASTA, REMOVE DEXTA INSERT MASTA, GET SERTA, NORTH, ENTER ARCHWAY, NORTH, ENTER ENTRANCE, STAND ON PLATE, DOWN, SOUTH, WEST, SOUTH, EXAMINE SLIME, GET CUTTER, EXAMINE CUTTER, NORTH, EAST, NORTH, DOWN USE CUTTER, DROP CUTTER, DROP BALL, REMOVE MASTA, INSERT SERTA, GET BALL, GET ORE, UP, UP, STAND ON PLATE, EAST EXAMINE MACHINE, PLACE ORE IN CHUTE, PRESS BUTTON, GET TUBE WEST, SOUTHWEST, NORTH, DROP COAT, ENTER ELEVATOR, REMOVE SERTA, INSERT DEXTA, PRESS M1, LEAVE ELEVATOR, DOWN, AZAP CODE AKN, SOUTHEAST, WEST, WHIRL ROD, SOUTH, WEST, ENTER SOCLE, DROP CUBE, DROP PYRAMID, DROP ROD, DOWN, GET MORTAR GET POD, EXAMINE MORTAR, EXAMINE POD, UP, ENTER SOCLE, EAST GET DIME, NORTH, EAST, NORTHWEST, DOWN, AZAP CODE ELY, DOWN ENTER ELEVATOR, PRESS G, LEAVE ELEVATOR, SOUTH, SOUTH, ENTER ARCHWAY, SOUTH, GIVE DIME TO BROZNAK, EAST, GET BOTTLE EXAMINE BOTTLE, EXAMINE SCREEN, WEST, NORTH, NORTH, WEST EXAMINE DEBRIS, GIVE POD TO YUREK, GET YUREK, EAST, ENTER ARCHWAY, NORTH, NORTH, ENTER ELEVATOR, PRESS M2, LEAVE ELEVATOR, WEST, INWSERT TUBE IN INDENT, INSERT YUREK IN INDENT, GET BALL, GET BOTTLE, GET MORTAR, EAST, ENTER ELEVATOR, PRESS M1, LEAVE ELEVATOR, DOWN, AZAP CODE EPO, UP SOUTH, DOWN, DOWN, PUT BALL IN HOLE, EXAMINE ASTERION, PRESS ANY KEY, GET POD, NORTH, DOWN, AZAP CODE ELY, UP, ENTER ELEVATOR, PRESS G, LEAVE ELEVATOR, SOUTH, SOUTH, EAST, POUR WATER ON COMPOST, WAIT, ( UNTIL FLOWER BURSTS OPEN ), GET SEEDS, DROP SEEDS IN MORTAR, WEST, NORTH, NORTH, ENTER ELEVATOR, PRESS M1, LEAVE ELEVATOR, DOWN, AZAP CODE DHT, UP HELP, ( ROO - DHT - ELY - AKN - EPO ), OPEN KAYLETH DOOR DROP ESSENCE IN POOL, ANY KEY TO CONTINUE.

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\* WIZ - BIZ \*  
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A Solution Bt Mal Ellul

Get Can, Open Can, Drink Lager, Call Trool, Stand Up, North, East, Get Key, Examine Key, Get Token, Examine Token, East, East, Down, East, Get Poker, Examine Poker, Get Pipe, West, Up, East, Get Syphon, Examine gargoyle, Insert Token In Slot, Examine Well, East, Get Pan, Get Vacuum, Suck Up Sceptre, South, Get Long Rod, Examine Long Rod, Get Short Rod, Examine Short Rod, East, North, Get Bread, Get Sausage, Get JAR, West, North, East, Southeast, Get Bow, Northwest, North, Kiss Frog, Kiss Frog Again, North, Get Weed, Put, Weed In Pipe, North, Get Prop, Examine Prop, South, Vault Wall, East, North, Fish, Drop Long Rod, Get Sock, Examine Sock, West, Drop Prop, North, West, West, Throw Sock At Dog, Unlock Wardrobe, Look, Get Frock, Open Box, Open Box, Look. Get Seeds, Drop Key, Down, Speak To Nymph, South, East, North, Look Into Stone, Get Newspaper, Northwest, Poke Fire, Get Demon, Cook Sausage, Make A Hot Dog, Drop Pan, Drop Poker, Ask Demon For Light, I, Give Hotdog To Demon, West, Get Book, Read Book, Southwest, South, Light Pipe, Give Pipe To Guard, Drop Lighter, Down, East, East, East, North, Plant Seeds, Look, Give Newspaper To Ogres, North, North, North, West, West, West, Read Second Spell, Get Violin, Get Balloons, Say Secon Spell, Fill Balloon With Water From Syphon, Throw Balloon At Nymph, Look, Get Earrings, I, Drop Rubber, Drop Syphon, South, West, Down, East, East, East, North, North, North, North, West, West, Up, Play Flight Of The Bumble Bee, Get Mike, Speak To Mike, North, Get Prop, South, Vault Over Wall, Drop Short Rod, Drop Violin, Drop Bow, Drop Book, East, Down, East, Call Lady Violet, Call Lady Violet, Give Frock To Violet.

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 \* PIRATE GOLD \*  
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 A Spectrum Solution By M. Ellul

Go to Cemetery, Examine Crypt, Examine Inscription, Go to Harbour, Board Ship, Go to Cabin, Take Telescope, Take Cutlass, Take Pistol, Go to Shire Hill, Use Telescope, Go to Smugglers Cove, Examine Cliff, Enter Tunnel, Kill Look-Out, Up, Get Gold, Go to Inn, Get Crew, Go to Harbour, Board Ship, Set Sail, At Sea, Use Telescope, Go Boat, Examine Man, Give Water, Take Map, Examine Map, Sail to Island Number 4, Leave Crew, Go to Forest, Get Vine, Go to Temple, Get Stone, Examine Stone, Drop Stone, Go to Forest, Kill Python, Take Python, Go to Native Encampment, Give Python, Go Hut, Get Shovel, Dig, Get Bottle, Go to Headland, Tie Vine, Down, Dig, Open Chest, Get Key, Go to Sandy Beach, Take Crew, Go Boat, Sail to Harbour, Leave Crew, Go to Crypt, Unlock Door, In, Drink Bottle, Examine Crypt to Find Treasure.

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 \* CROWN JEWELS \*  
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 Solution By T. Collins

Get Hammer, South, Get Crown, Get Flask, West, West, Smash Rock, Get Sword, West, West, South, South, East, South, South, South, Examine Bones, Get Emerald, Get Globe, North, West, North, North, West, North, East, North, Get Pebble, North, Open Chest, Hold Breath, Get Hook, South, East, North, Throw Hook, Swing, East, Get Food, West, North, West, Cut Rope, West, West, West, South, Swim, Kill Monster, Get Ruby, Swim, South, Kill Jailor, Open Drawer, Get Key, North, North, Unlock Door, North, Get Ball, Examine Body, Get Gloves, Wear Gloves, South, East, Unlock Door, East, East, South, Swing, South, West, South, West, West, West, West,

Kill Guard, North, Get Stick, East, East, North, Get Vial, South, East, Drop Ball, East, Get Wood, Transport, West, West, West, North, West, North, West, West, West, Help Man, West, South, Insert Rune, South, Examine Statue, Push Button, West, West, North, North, Throw Water, Open Chest, Get Diamond, South, South, East, East, North, North, East, East, East, South, South, South, Get Crucifix, North, North, North, North, North, West, Kill Acolyte, North, North, North, Up, South, South, West, Kill Priest, Free Maiden, East, North, North, Down, South, South, South, East, East, Pull Knob, North, North, Show Crucifix, East, Open Chest, Get Coin, Get Gourd, West, South, South, West, South, South, South, South, Give Coin, Insert Emerald, Insert Ruby, Insert Diamond, Wear Crown.

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\* THE FOREST AT WORLDS END \*  
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Solution By A. Devey

*Throughout the game you will be attacked by lizards and elves. When this happens input: "Kill Lizard / Elf With Bow" if you miss just repeat the command.*

South, Get Bow, Get Arrows, North, North, Open Door, Enter Farmhouse, Get Food, Eat Food, South, South, West, East, North, East, North, Get Log, North, Open Door, Enter Hut, Get Coin, East, South, East, West, South, South, South, South, South, Get Horn, North, East, South, Lay Log Across Chasm, East, East, East, South, West, Kill Spider With Bow, West, Get Rope, East, North, Climb In Boat, Row Across River, Climb Out Boat, North, North, North, North, Help, Help, Help, Kiss Nymph, Get Ring, Wear Ring, South, East, East, North, Blow Horn, East, South, South, South, South, Open Door, Enter Hovel, Get Key, East, North, North, North, North, North, North, East, North, East, North, East, Up, Up,

Tie Rope To Rock, Climb Down Rope, Unlock Chest, Open Chest, Drop Key, Get Crystals, Climb Up Rope, Down, Down, West, Enter Forge, Give Crystals To Blacksmith, Get Sword, Drop Coin, South, South, West, South, West, South, East, Rub Rock, East, Kill Demons With Sword, East, East, Kill Warrior With Sword, Down, Kill Zarn With Sword, Up, South, West, West, North, West, Blow Horn, West, West, West, South, South, South, Climb Into Boat, Row Across River, Climb Out Boat, North, West, South, West, West, West, North, North, West.

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 \* THE LOST CITY \*  
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Solution By A. Devey

North, Undress Body, Wear Toga, South, East, East, South, South, Remove Toga, Drop Toga, Dive In Water, Get Disc, Get Toga, Wear Toga, North, North, West, West, West, West, Insert Disc In Slot, West, West, Get Conch, Listen To Conch, West, Read Book, Say To Mermaid Mirandelli, West, West, Examine Fountain Carefully, Get Key, Unlock Door, North, ( *At this point you should RANSAVE then if owner throws you out of the Villa RAMLOAD* ) North, North, Get Hourglass, South, Open Cupboard, Get Trident, East, Down, East, South, Get Tinderbox, North, West, Up, Up, Up, Open Chest, Look In Chest, Get Elixir Out Of Chest, Drink Elixir, Drop Elixir, Down, Down, Get Carpet, Down, North, East, Down, West, South, South, South, South, Up, Drop Key, Get Peach, Plant Peach Stone, Break Phial, Up, North, West, Give Trident To Poseidon, North, Northeast, Get Mace, Southwest, South, South, Hit Crab With Mace, South, Climb Into Boat, Look In Boat, Get Dust Out Of Boat, Row, West, South, South, Examine Pepples Carefully, Get Parchment, North, North, Jump River, Throw Dust At Demon, West, Drop Carpet, West, West, Examine Leaves Carefully, Down, Drop Parchment, Light Parchment, Invert Hourglass.



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\* GOLDEN APPLE \*  
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Spectrum Adventure By Artic

EAST, EAST, EAST, NORTH, CLIMB TREE, GET AXE, DOWN, SOUTH,  
CHOP LOG, GET PLANKS, GET BAR, WEST, WEST, WEST, NORTH,  
WEST, PULL LEVER, GET MATCHES, EAST, EAST, SMELL FLOWERS,  
GET KEY, NORTH, EAST, GET SEEDS, GET CAN, WEST, PLANT SEEDS,  
SOUTH, WEST, SOUTH, EAST, EAST, NORTH, FILL CAN, SOUTH,  
WEST, WEST, NORTH, EAST, NORTH, WATER SEEDS, GET CARROTS,  
SOUTH, WEST, NORTH, UNLOCK DOOR, GO DOOR, EAST, DROP BAR,  
WEST, NORTH, EXAMINE PAINTING, GET BROOCH, EAST, CLIMB  
TABLE, GET LAMP, DOWN, WEST, SOUTH, CLIMB STAIRS, WEST,  
EXAMINE DUST, GET RUG, MOVE BED, GET WHISTLE, EAST, DOWN,  
EAST, DROP BROOCH, DROP RUG, WEST, CLIMB STAIRS, WEST, BLOW  
WHISTLE, NORTH, ON LAMP, GO CAVE, NORTH, OFF LAMP, GO HOLE,  
ON LAMP, GET ROPE, GET SHOVEL, UP, SOUTH, EAST, CLIMB  
STALACTITE, GET STONE, DOWN, EAST, THROW STONE, PULL PLUG,  
GET DIAMOND, WEST, WEST, SOUTH, SOUTH, OFF LAMP, WEST,  
SOUTH, SOUTH, EAST, EAST, GO SHIP, DROP AXE, GET NET, DOWN,  
WEST, WEST, NORTH, NORTH, EAST, EAST, CATCH FISH, DROP NET,  
GET SALMON, WEST, WEST, NORTH, GIVE FISH, SOUTH, EAST, EAST,  
GET NET, CATCH FISH, DROP NET, GET SALMON, WEST, SOUTH,  
REPAIR BRIDGE, CROSS RAVINE, GET SCULPTURE, NORTH, NORTH,  
BLOW WHISTLE, EAST, DOWN, EAST, DROP COIN, DROP SCULPTURE,  
DROP DIAMOND, WEST, CLIMB STAIRS, WEST, BLOW WHISTLE, WEST,  
SOUTH, SOUTH, EAST, EAST, GO SHIP, SAIL SHIP, GO WRECK, GET  
KNIFE, EAST, EAST, FEED CROCODILE, GO CRACK, NORTH, EXAMINE  
GUARD, GIVE CARROTS, GO PASSAGE, GET SPHERE, EAST, SOUTH,  
DIG, GO PIT, WEST, THROW KNIFE, GO TAXI, WEST, CRAWL, GO  
HALL, GET RUBY, EAST, EAST, GO TAXI, EAST, SOUTH, SOUTH,  
WEST, WEST, EXAMINE COMPUTER, TYPE 2B, GET JEWELRY, SOUTH,  
EAST, EAST, DROP LAMP, EAST, HOLD BREATH, PUSH BUTTON, GO  
HATCH, GET SAPPHIRE, NORTH, PUSH BUTTON, NORTH, GET TIN, GO  
EXIT, GET LAMP, NORTH, NORTH, UP, SOUTH, DROP LAMP, GET BOX,

UNLOCK BOX, DROP BOX, DROP KEY, GET GLOVE, GET LAMP, NORTH, NORTH, WEST, WEST, SOUTH, SOUTH, SLIDE PANEL, GO OPENING, ROLL SPHERE, EAST, GET GLASS, SPRAY GLASS, DROP TIN, GET RING, WEST, NORTH, ON LAMP, NORTH, EAST, SING, DROP SHOVEL, GET EMERALDS, WEST, NORTH, GO PASS, EAST, SOUTH, GO PIT, SOUTH, SOUTH, WEST, WEST, NORTH, GO LIGHT, NORTH, NORTH, GO DOOR, EAST, DROP RUBY, DROP EMERALD, DROP GLOVE, DROP SAPPHIRE, DROP JEWELRY, SCORE, GO SAFE, READ NOTICE, HOLD MIRROR, GO CHAMBER, GET APPLE, WEST, WEST, DROP APPLE, SCORE

Wanted Your Golden Oldie Solution for this Section.

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\* Solution Service \*  
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\*\*\*\*\*  
\* WHAT WORD? \*  
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The Beginners Dilemma  
written by Wynne Snowden

New adventurers may know the feeling. Long term adventurers may vaguely remember it. Even programmers must have felt it at some time. I definitely feel it most of the time. The lip biting, hair pulling, nail chewing sheer frustration of being a newcomer to the adventure scene.

Let me deal with my problem of giving commands. My understanding of English is fair. I am moderately intelligent. Quite often I even think I know what to do in an adventure. The program and I at this point tend to go our separate ways. I command, the program does not respond in quite the way I intended.

It really is frustrating not to be understood no matter how many times or how hard you try. Not since my schooldays have I used a dictionary so often - but usually without success. The " sorry " message on the screen repeatedly mocks my inane attempts to go any further. I never realised how many ways there are to enter, light extinguish and climb; and the answer is often so simple and logical I have to stop myself from throwing the computer out of the window. I sometimes wonder though, if it wouldn't be more satisfying to throw the programmer through instead. ( Kidding honestly )

On the plus side, of course, my command of the English language is improving somewhat. I wonder if anyone ever thought of producing a dictionary of adventuring terms. A sort of thesaurus with all the different commands used by programmers set out as a fools guide.

This fool would find it most useful. For instance to "Enter" can be "In", "Go In", "Go Inside", "Go Into", "Go Through", (Door), "Go Over", "Go Under", etc, having first remembered to "Open", "Unlock", "Push", "Pull", "Turn Handle", "Ring Bell" or gain access in any one of a number of ways. This assuming that you've managed to find the house, castle, cave, tree stump, door, gate, portcullis or whatever in the first place. Infuriating isn't it!!.

I feel so much better for having a little grouse I think I'll load in an adventure. Soon will be heard the sound of gnashing teeth and demented laughter. That will be just before the men in white coats appear to take me to a place totally devoid of adventuring. I can handle them though, I simply ask for their help with the program before we leave.....!

*Poor Wynne, if it makes it any easier for you, I have to confess that I still have these problems even after 10 years of adventuring. I remember in the early days after switching off the computer and climbing into bed, I would lay and think of the possible inputs that would help me pass the One Eyed Green Giant or whatever. My wife used to think I was crazy jumping out of bed at 2 & 3 AM to load up the game I was currently playing, just to input a Verb and a Noun that I thought would get me past the problem, only to receive the message "You Can't Do That". However I soon learnt that if I stuck to the same authors I soon discovered how their minds worked, and as a consequence their adventures became easier to solve.*

*What really frustrates you has an adventurer. Have you any tips to pass on to make adventuring a little easier for the beginner. Write in and share your thoughts*

\*\*\*\*\*  
\* Help Wanted \*  
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Does anyone know whether its possible to fit an external cassette player to a 464cpc Amstrad Computer. Please send details and idiot guide to connecting one up, if its possible to

Les Mitchell  
10 Tavistock Street Newland Avenue Hull HU5 2LJ

Wanted dedicated Adventure players to send in reviews of the latest games you,ve played on any of the 8 Bit Formats. Hints, Tips and solutions desperately required,in particular for the Amstrad and Commodore 64 machines. Please send without delay anything to do with Adventuring to

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10 Tavistock Street Newland Avenue Hull HU5 2LJ

Letters required from readers of this magazine. Let me know whether or not you like the style of the mag, how would you make it better. Why not start a debate through the letters section on any aspect of Adventuring you either Like or Dislike. Im waiting to hear from you.

I think you know the address

\*\*\*\*\*  
\* Getting you Started \*  
\*\*\*\*\*

### April 7th

played on the Spectrum

Open Cabinet, Get Red Pass, Show Red Pass, Go Through Door, North, North, North, East, East, South, Get Power Cell, North, Push Button, South, South, Up, North, West, West, South, East, Get Laser, Insert Cell, West, South, East, Push Yellow.....

### Arnold 2

played on the Spectrum

Examine under Stove, Get Match, Sit on Chair, Get Leg, East, Examine Vegetables, Get Spade, North, East, Southeast, South, Southeast, Examine Rubble, Get Rock, Northwest, North, Northwest, North, North, Examine Cage, Get Wheel, Examine Sawdust.....

### Treasure of The Santa Maria

Search Jeans, Examine Card, Search Jeans, Read Paper, Drop Paper, North, South, West, North, Wait until ATM is on the Line, Insert Card, 5963, Get Note, South, East, North, Pay Agent, East.....

### Treasure Isle

played on the Commodore 64

Help, Turn on Bedlamp, Open Drawer, Examine Drawer, Get Paper, Read Paper, East, Examine Rubbish, Get Pencil, Copy Map on Paper, Drop Pencil, Drop Map, Turn on Tap, Help, North, Get Radio, Examine Radio.....

\*\*\*\*\*  
\* Hints & Tips \*  
\*\*\*\*\*

## The Balrog and the Cat

played on the Spectrum

Lift the carpet twice in order to find a cockroach. Take the Sandwich from the table. Its there but not listed. Reach into the Stump to find a Sword. Move the barrel to find the Shaft.

## Wizard Quest

played on the Spectrum

The Bear:- Either fight it or use the Weight Spell. When its dead cook it. The Boulder:- Say Jump when you encounter it. The Fountain:- Fill the bottle you find under the bed at the Inn. The Ogres:- Ask the Elf to kill them

## Urban

played on the Spectrum

Need some Cash:- Collect the empties. Trouble with the Bouncers:- Give them the Tie. Can,t find the Cassette Tape:- Try the cubicle beyond the Air-vent. Viz comics:- swap for a voucher for bottle of Vodka. Can,t open the Gate to the Castle:- It will only open for dwarves, wizards, witches etc

## Dome Trooper

played on the Spectrum

Cannot Communicate With Junkie:- When asked if you want some stash Say Yes. Can,t use the Computer:- After shooting each agent examine their bodies and Get Wafer Discs. Cannot enter the Craft on Level 1:- You need the Key found at the uneven ground.

\*\*\*\*\*  
\* Letters Page \*  
\*\*\*\*\*

Dear Les

Thanks for your letter regarding your idea to expand Bare-Bones I think its very commendable and you can certainly count on my support. I will certainly send some adverts and solutions, etc along very soon. Please let me know what software you would like for reviewing.

Tony Collins

The Guild 760 Tyburn Road Erdinton Birmingham B24 9NX

Dear Les

Thank you for your recent letter, and in answer to your appeal, then yes I will certainly support it in what ever way I can. I wish you every success in your new venture and applaud your courage in diving in where others fear to tread.

Jack Lockerby

44 Hyde Place Aylesham Canterbury Kent CT3 3AL

Dear Les

I will certainly be more than happy to give you what support I can, so please contact me again when you have finalised the deal / idea and I will see what can be done in the way of adverts and review copies of games.

John Wilson

Zenobi Software 26 Spotland Tops Cutgate Rochdale OL12 7NX



Dear Les

Thank you for your letter regarding the "demise" of Adventure Probe and your magazine "Bare-Bones". I would not be too hasty in writing Adventure Probe off completely just yet. The phone lines between the dedicated "Probites" were red-hot over the weekend as the news spread about the grapevine. If Mandy thinks we are going to sit back and let Probe die just like that, then she has got another think coming. I think Mandy has underestimated the depth of feeling among probe readers. Several of us have been liaising to see if there is any way we save Probe from the graveyard, and I hope that a rescue plan in some form will be worked out in the near future. Adventure Probe has become an integral part of many people's lives, and I myself like to think of Probe as being "one big happy family". That makes Mandy the "mother" and us her "children" it is up to us to come to the rescue at a time such as this. She has run Probe for the last four years for us, and it is time we paid her back. Should things turn out for the worst, I will contact you, but you will have to work damn hard to fill the awesome gap that Probe would leave.

Larry Horsfeild

40 Harvey Gardens Charlton London SE7 8AJ

*These are just a few of the letters I received after unveiling my idea of trying to pick up where Probe left off, I would like to thank everyone for their encouragement. Larry Horsfield expresses, I believe the strong sentiments felt by every subscriber to Probe. However before I started seeking support for this idea I contacted Mandy first to get her blessing, which she gave. What I did not want to see, was everybody sitting back waiting for something to happen, and as a consequence nothing happening. I strongly believe that if there was nothing to carry on in Probe's place it would be like driving another nail in the coffin of the 8 Bit machines.*

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\*\*\*\*\*  
\* Telephone Helpline \*  
\*\*\*\*\*

Doreen Bardon Spectrum	0653-628509	Any reasonable time
Barbara Gibb Various	051-7226731	Mon-Sun from-7pm
Isla Donaldson Amstrad	0305-784155	Sun-Sat Noon-12pm
Joan Pancott Amstrad	0305-784155	Sun-Sat 1pm-10pm
Walter Pooley Various	051-9331342	Any reasonable time
Bare - Bones Various	0482-445438	Any reasonable time

More Helpliners Needed

Please only ring at the times shown